

P U Z Z L E * F U S I O N

LUMINES™

+ P L U S ☐



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

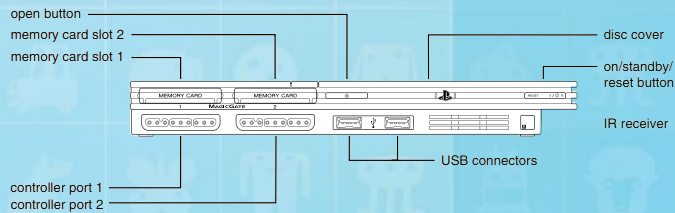
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED



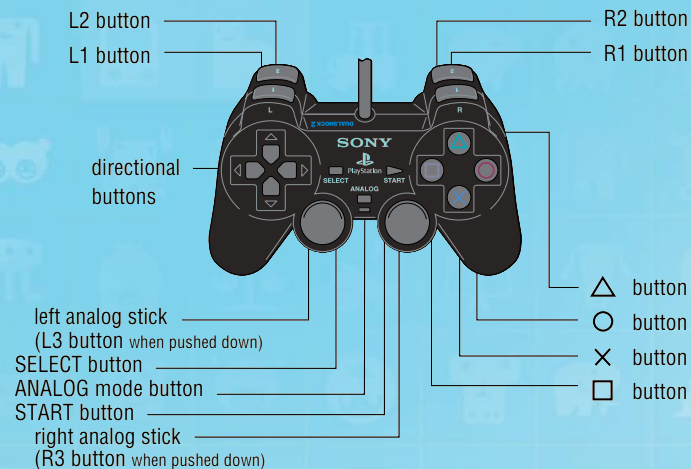
Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the **LUMINES Plus** disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(For PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(For PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(For PlayStation®2) containing previously saved games. For **LUMINES Plus**, the maximum number of save files is 10 for each memory card.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC CONTROLS

○ or × button	Rotate blocks clockwise
△ or □ button	Rotate blocks counter-clockwise
↓ on the directional buttons	Drop block Faster
← or → on the directional buttons	Move block either left or right
▶ START	Pause Screen

To change the basic control configuration, go to the Options Menu and choose Button Configuration.

INTRODUCTION

LUMINES Plus is the inspired, intoxicating and addictive Fusion of block-rocking beats and block-dropping puzzle strategy. Like any great game, it's simple to grasp, but may take a lifetime to master. 2x2 blocks drop from the top of the screen and you must move and rotate them to create same-color blocks to erase as many as you can. Sounds easy? You also have to contend with the moving Time Line, which relentlessly crashes your block party, forcing you to make ever more desperate moves if you want to beat that high score.

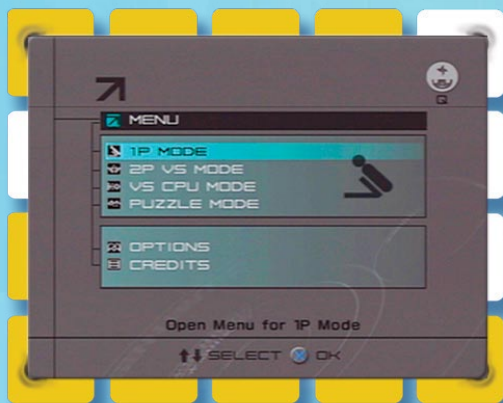
PLAYING THE GAME

When the Title Screen is displayed, press **START** to begin the game.

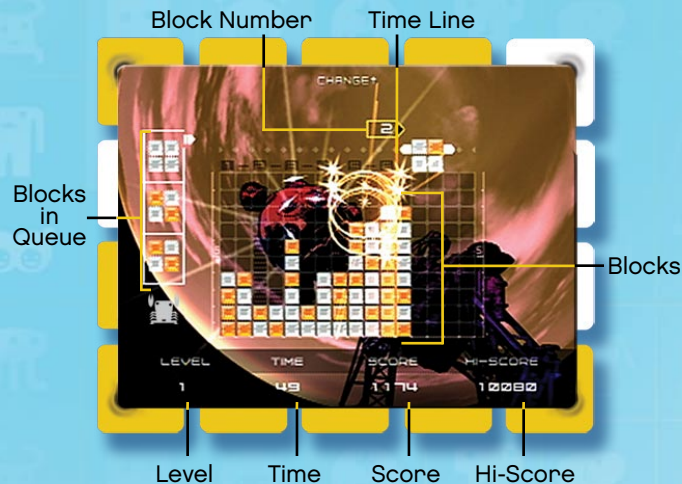
Start Menu

Choose from the following game modes and press the **X** button to select.

- 1P Mode (single-player game)
- 2P VS Mode
- VS CPU Mode
- Puzzle Mode
- Options
- Credits



The Game Screen



Gameplay and Controls

Rotate blocks using the **X** and **Y** buttons on the **△** and **□** buttons. The object is to form same-colored squares. When a colored square is formed, it will be eliminated by the Time Line. The Time Line moves from left to right, relentlessly.

When the Time Line passes the colored square, it eliminates that square and points will be added to your score. The more squares you manage to eliminate at once, the higher your score. When the falling blocks reach the top of the screen, it's game over.

Special Blocks

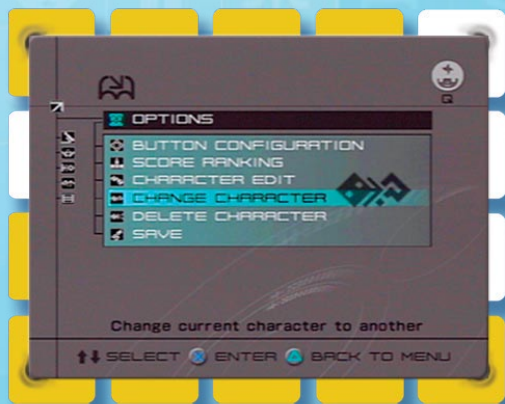
Sometimes special blocks appear in the game. When you form a colored square using these special blocks, a chain reaction is set off: All blocks that are the same color as the colored square containing the special block—and are connected to that square—are cleared from the screen.

LOG-IN SCREEN

Select a Character

Enter your character name of up to six alphabetical characters. Use the **↑** and **↓** directional buttons to scroll and the **⊗** button to confirm. Use the **←** directional button to backspace.

Select your character using the directional buttons to scroll and the **⊗** button to confirm. You can have multiple characters and save scores for each character.



Saving the Game

Your score, ranking, characters, etc. will automatically be saved to the Memory Card (8MB)(For PlayStation®2) sold separately. You will need at least 110 KB of free space on your Memory Card (8MB)(For PlayStation®2).

You should insert the Memory Card (8MB)(For PlayStation®2) containing any previous game data before starting the game since all game files will be loaded automatically when the game starts. Never turn off the system or remove or insert the Memory Card (8MB)(For PlayStation®2) while the Save screen is displayed or autosaves are occurring.

Autosaves are conducted after each mode is completed and when the game finishes.

1P GAMES

Challenge Mode

Background skins and music will change as you progress in the game. This game mode does not have a time limit.

Single Skin Mode

Select a background skin and use the skin throughout the entire game. The background skin will not change unless you select a new one. If you have not unlocked any skins (e.g., when playing for the first time), only the first skin will be available for selection.



Time Attack Mode

Choose your own time limit for this game: 60, 180, 300 or 600 seconds. Attain as high a score as possible within your chosen time limit.

2P VS MODE

VS games can be played against another player using a second controller.

Each player should select their characters using the directional buttons or left thumbstick to scroll and the **X** button to confirm. As in the single-player game, you can create multiple characters and save scores for each of them.

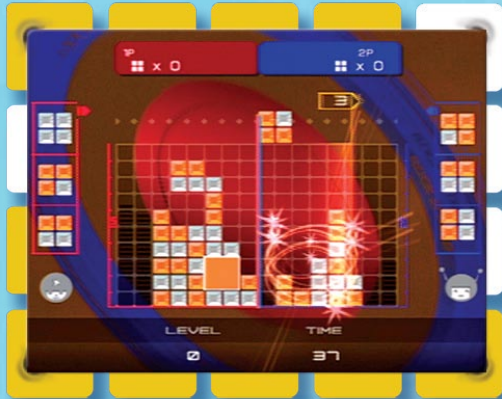
Select Skin

This allows you to select a skin for VS Mode.

VS Mode Rules

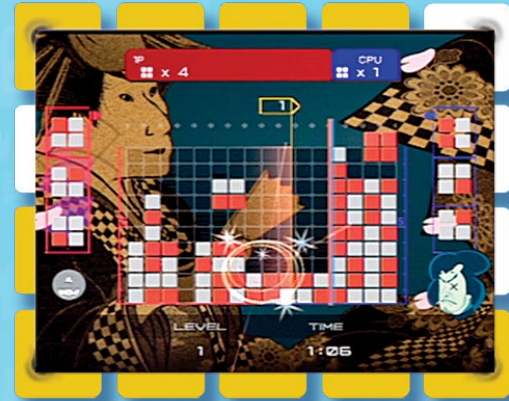
The playing field is split in two. The more squares than your opponent you manage to eliminate, the larger your playing field becomes.

As game creator, you'll have the chance to decide which skin to use for your multiplayer VS game.



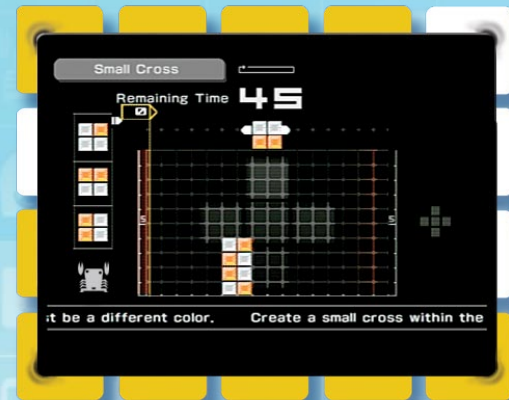
VS CPU MODE

Survive the battle against several CPU opponents in two-player VS-style gameplay.



PUZZLE MODE

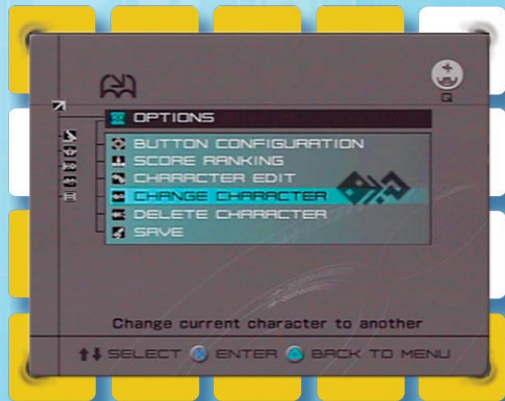
Try to solve the different puzzles built into the game.



OPTIONS

Button Configuration

Here you can change the buttons you use to play **LUMINES Plus**. Switch between various button configurations to rotate your squares.



Score Ranking

View your results from Challenge Mode here.

Character Edit

Change the current character's name and design.

Change Character

Load other character data saved on a Memory Card (8MB)(For PlayStation®2) or create new Log-In data.

Delete Character

Delete characters.

Save

Save your play data.

CREDITS

Original LUMINES

Concept

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Special Thanks

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Osamu Fukuyama
Osaka Science Museum
Zeiss II Planetarium Projector's
image courtesy of
Osaka Science Museum

Music

"Shinin"

Performed by
MONDO GROSSO Featuring KJ
Words by KJ
Music by Shinichi Osawa
Produced by Shinichi Osawa
(MONDO GROSSO)
KJ appears courtesy
of Mob Squad/
Victor Entertainment, Inc.
Licensed by Sony Music
Associated Records Inc.

Product Manager

Sawako Yamamoto
Yuko Saito

Executive Producer

Shuji Utsumi